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TOTAL CONTROL

Free Sample Issue

ISSUE 0
OCT'98

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GUESS WHO'S BACK?

Dreamcast becomes reality...

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Front Cover:
Image supplied by Sega Enterprises Ltd.
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Total CONTROL ISSN: 1464-035X
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TOTAL CONTROL

TAKING GAMING TO THE NEXT MILLENNIUM

Welcome to the magazine that is destined to become the ultimate games bible for all hard-core gamers. We believe that this sample issue of Total CONTROL will convince you that you'll want to grab a copy of the UK's most exciting new launch every month.

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If, like most of us, you're a techno junkie and always want to be the first to hear about the latest developments for the next generation of gaming machines, Total CONTROL is the magazine for you.

Our editorial team have all worked on a wide range of best-selling gaming magazines, and their expertise will be complimented by experienced contributors from Japan and the USA. This will ensure that our interviews, features and news will be both well informed and entertaining.

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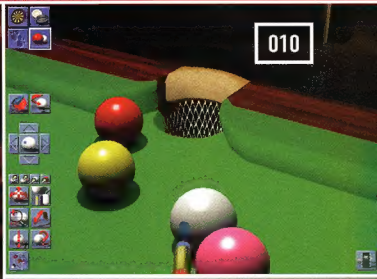
IN CONTROL

PlayStation 2



004 **REPORTAGE**
The most up-to-the-minute, in-depth gaming news

006 **BETA LOOK**
We take a look at DMA's first N64 game, *Silicon Valley*

008 **QUALITY CONTROL**
Our hard-hitting review system puts *Tekken 3* to the test

010 **QUANTITY CONTROL**
Find out what's hot and what's not in our buyer's guide

012 **DREAMCAST COMES TRUE**
We put Sega's dream machine under the spotlight

014 **OUT OF CONTROL**
Meet the hard-core gamers behind Total CONTROL

015 **SUBSCRIBE**
Your chance to get twelve issues for the price of nine

REPORTAGE

As the title of the section suggests, our news will provide the most up-to-the-minute and in-depth coverage of major gaming events possible. Never content with simply accepting the information provided by the publishing houses and developers concerned, we will always investigate beyond the hype to get the views and reactions that matter.

REPORTAGE

TOTAL CONTROL UNEARTHS NEWS ON SEGA'S STUNNING NEW SONIC GAME, WHILE KONAMI GIVE PLAYSTATION OWNERS A GREAT REASON FOR BUYING *ISS PRO '98*. ALSO, NINTENDO'S MEMORY EXPANSION PAK LOOKS LIKE REVIVING INTEREST IN THE FLAGGING N64 MARKET WITH A HI-RES *TUROK 2*...

SONIC-KU! SEGA ANNOUNCE SONIC'S RETURN

SONIC STORMS BACK IN A NEW ADVENTURE FOR DREAMCAST

The long awaited return of Sonic the Hedgehog is about to come racing onto a Dreamcast near you. Saturday 22nd August saw Shoichiro Irimajiri, the Sega president, reveal to a packed press conference the latest instalment of the Sonic series, entitled *Sonic Adventure*.

The story centres around the re-emergence of Dr. Robotnik. He's been busy in South America, unearthing a deadly, primal force known as 'Chaos'.

"I HAVE TO FOCUS ON THE DETAILS OF THE 3D WORLD, BUT I HAVE TO CREATE A VAST MAP AS WELL... IF IT WERE MARIO, I WOULDN'T HAVE TO CREATE MAPS QUITE AS LARGE AS THIS." YUJI NAKA, SONIC TEAM LEADER

This elemental force is responsible for drowning an entire city, wreaking terrible destruction in its wake. It's Sonic's task to defeat Chaos and Dr. Robotnik and save the world (again).

Comparisons with *Mario 64* are understandable – the game is a three dimensional adventure, albeit with enough differences to separate this game from Miyamoto's classic. Although the game is not on rails, the player is guided by the angle of the camera – when it is in the chase position, you are heading to the 'next' part of the level. The core of the game is based on action (expect lots of gold ring collecting), but RPG elements have been included too, with Sonic able to recruit new allies and gain information by talking to characters in the new Sonic world.

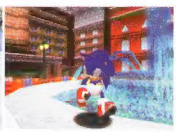
Sonic Adventure features six playable characters: Sonic (obviously), Tails, Amy Rose, Knuckles, and two other secret characters. The key here is that the speed and direction of the game changes depending on which character you select. Sonic's main attribute is speed, Tails can fly, and Knuckles is able to float and dig.

Graphically, *Sonic Adventure* is nothing short of breathtaking. Levels are reportedly twenty times the size of *Mario 64* and boast far more detail. The game runs at 60fps – fast. Yuji Naka, project leader, and the Sonic Team are especially proud of the richness and variety in *Sonic Adventure*, but one of the key aspects of the game is its sheer size. Levels have to be huge to cope with Sonic's speed. Says Naka-san, "I've put huge efforts into creating a big map. Of course, I have to focus on the details of the 3D world, but I have to create a vast huge scale map as well. This is the most difficult aspect of *Sonic Adventure*. If it were Mario or a slower character, I wouldn't have to create maps quite as large as this."

"I created the huge world first for Sonic, but then thought, 'why not utilise these maps for other characters?' Maybe I could add some variety to the game – not just running quickly through this huge world. That's one of the key concepts in the game."

Sonic Adventure will be released at the same time as the Japanese Dreamcast on November 20th. We'll have more details on Sonic's Dreamcast outing next month.

Pre-rendered scenes are impressive. Note this shot of the game's main bad guy, Chaos



Sonic in all his three dimensional glory makes Mario look positively wet

QUAKE III ARENA

Activision have confirmed that they will be publishing the third instalment of the most successful online game in history, *Quake III Arena*. Id chief, Todd Hollenshead, commented: "Game enthusiasts saw an incredible jump in intensity from *Doom* to *Doom II*, then again with *Quake* to *Quake II*. With the release of *Quake III Arena*, they'll get another adrenaline rush like only Id can deliver. *Quake III Arena* will be a one-of-a-kind, first-person action game." Anna Kang, Id's director of business development, added: "We always strive to give our fans the action-packed games they crave. *Arena* gamers will get the best of both worlds; phenomenal single-player action along with unstoppable multiplayer deathmatch capabilities via the Internet. If you think you've seen cool games, you ain't seen nothing yet." No firm release date has been set for the game other than 1999

TUROK 2 EXPANSION

Acclaim has announced some mouthwatering details on their big winter game, *Turok 2: Seeds of Evil*. The game will not only come on a 256Mbit cartridge (only *Zelda 64* can boast the same size cart) but will also run in the N64's hi-res mode. This will only be possible with the 4MB expansion pack, but the game will still run in normal resolution without. Judging by the quality of visuals in Acclaim's recently released *All Star Baseball '99*, this is exciting news for N64 owners.

Rumours have it that *Perfect Dark*, *Extreme G 2* and *Shadowman* will also require the memory expansion. Is this the dawn of an all-new hi-res development for the N64? Only time and sales of the Expansion Pak will tell...

ALPHA UPDATE!

TOCA 2
CODEMASTERS' LATEST TO BEAT GRAN TURISMO?

Codemasters have released new screenshots of their latest racer, sequel to one of the most successful PlayStation driving games ever, *TOCA Touring Car Championship 2*. Apart from the obvious graphical improvements, the game boasts several gameplay enhancements. The game now runs in the PlayStation hi-res mode and uses real-time light sourcing effects. *TOCA 2* now features the Support Car Championship, where players now compete with a wider variety of cars, such as Jaguars, TVRs, and even the loveable Ford Fiesta. Better than *Gran Turismo*? You'll just have to wait until November to find out...

ALPHA UPDATE!

Any new development concerning a game that we have previously covered will appear as an Alpha Update. Everything from new screenshots to previously withheld information will be brought to your attention. We know how important keeping up to date with gaming news is to serious gamesplayers, so look out for our ongoing coverage.

ISS BONUS FOR PLAYSTATION OWNERS

With the multi-format European release of *ISS '98* imminent, Konami have released details of an exciting package. The first shipment orders of PlayStation *ISS '98* will feature a fully playable demo of *Metal Gear Solid*. This move will not only whet the appetites of UK gamesplayers for what is shaping up to be the PlayStation game of the year, but will no doubt increase sales of *ISS '98*.

Both the PlayStation and N64 versions of *ISS '98* will be released at the competitive price of £39.99. Konami are expecting big sales to complement the 2 million units of the *ISS* series sold in Europe already.

Kunio Neo, head of Konami's games publishing activities in Europe, also answered critics who asked why the games were dropped from their original summer release dates. "We have been asked many times during the past few months why we did not release this year's *ISS* games to coincide with the World Cup. The simple answer is that, unlike some other companies, we decided to spend the time to make great football games which are a major step forward and will not disappoint the millions of fans of the *ISS* series, rather than rush them out as part of the World Cup hype". So it had nothing to do with Electronic Arts' official World Cup license, then?

Purchasers of the PlayStation *ISS Pro '98* will be treated to a playable demo of Konami's potential classic, *Metal Gear Solid*

RESIDENT EVIL SHOCKER

After the relative success of *Resident Evil: Director's Cut*, Capcom have announced a special edition of *Resident Evil 2*. Capcom state that the game will be Dual Shock compatible and will feature brand new music and a new playable character. There will also be three new modes: Rookie, Normal and Battle. Virgin Interactive, the publishers of all things Capcom in Europe, have not yet confirmed a release over here.

REPORTAGE EXTRAS

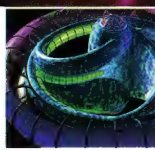
This section is one of the most important in Total CONTROL, spanning at least 20 pages every issue. As well as in-depth news articles, there will be detailed analysis of the current charts, information on all release dates and regular news columns direct from America and Japan.

October 1998 Issue 0 Total CONTROL 005

BETA LOOK

Once an innovative or Triple A title has reached a playable stage in its development it will be ready for the Beta Look treatment. Although the code is early Total CONTROL will always provide you with an expert, in-depth opinion on the game's potential at that time.

SPACE STATION: Silicon Valley



Flying dogs, boxing kangaroos and **rats with toxic farts.** Believe it or not, ***Silicon Valley*** might just be the game to **knock *Banjo-Kazooie* from the top of the tree...**

INFORMATION	
PUBLISHER	Take 2 Interactive
DEVELOPER	DMA Design
STYLE	Platform Adventure
RELEASE	November
PRICE	£TBA
PLAYERS	One
MEMORY CARD	No
RUMBLE PAK	No

Space Station: Silicon Valley has been a long time in the making. It was three years ago that Nintendo's dream team was announced and *Silicon Valley* was earmarked by many to be a game to look out for. What else would you expect for a game made by the people who brought you *Lemmings*, *Uni Racer* and *Grand Theft Auto*?

In those three years, the game has been progressing very well indeed, and is now about to be released into the software-starved N64 market. With competition from what seems like a hundred and one 3D platformers, does *Silicon Valley* stand a chance? We think that it might just have the edge to take it head and shoulders above the rest...

The story behind the game surrounds the disappearance of a space station and its contents: an experiment into nanobot technology. This mysterious disappearance was linked to a Professor Cheese, the inevitable mad scientist. It was then discovered, years later, that the space station is on a return course to Earth; Cheese vows to destroy it. By this time, the nanobot technology has evolved into many forms of life, based on species indigenous to Earth, but with a twist! You see, because the animals are mechanical they have evolved many advantages over their biological counterparts. Dogs have wheels and missiles, camels have guns instead of humps and rats even have exploding turds. You can see why this little lot poses a threat to the safety of the Earth!

Almost immediately, Dangerous Dan and his robotic sidekick EVO are dispatched to deal with the situation. Unfortunately, after an argument about what music to play on their space rocket's stereo, they crash into an asteroid and then into the space station itself, causing EVO to break into five

006 Total CONTROL Issue 0 October 1998

When you enter an animal you are given the specs (left); Kangaroo boxing is great fun (right)

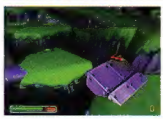
places. So it is your task to recover the broken pieces of EVO and defeat the mad scientist. You play as the microchip that was inside EVO, with one special ability: you can enter the bodies of deceased animals and re-animate them. And so the adventure begins, a journey through the *Space Station* to finally meet and defeat the big boss guy.

For those of you who like your games to fit neatly into a pigeonhole, this game would probably be best described as a 3D platform puzzle game. However, to do so would be to demean the work of those creative people at DMA. *Space Station: Silicon Valley* is blessed with intelligence and wit that is rarely seen in today's "sure thing" obsessed market. True, the game is in three dimensions and has a strong puzzle element to it, and there are one or two platforms. But to liken this game to *Mario 64*, for example, would be completely inaccurate. Each level in *Silicon Valley* offers the player a new challenge – mission objectives range from simply herding sheep into a pen to live animal firing ranges, and even a boxing match with kangaroos. Quite often you will have to complete several objectives on a level, and to do these you have to perform other tasks. There's a lot of gameplay here!

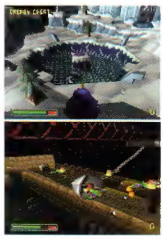
TO PIGEONHOLE SILICON VALLEY AS A 3D PLATFORM GAME WOULD BE TO DEMEAN THE WORK OF THOSE CREATIVE PEOPLE AT DMA. THE GAME OOZES ORIGINALITY

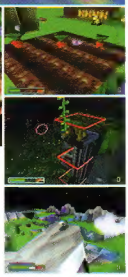
While *Silicon Valley* may not be the best-looking game you'll ever see, there are plenty of interesting details to keep you amused. The speakers throb in time with the hilariously 'easy listening' soundtrack, footprints are left in the snow, and the ripples left in the water are easily on a par with those seen in *Banjo-Kazooie*.

Space Station: Silicon Valley looks like it might be one of the surprise hits of the winter. With its interesting mix of subgames and puzzles, and with the added advantage of *Mario*-esque three dimensional worlds, this could become the choice of the discerning hardcore gamer. The only problem that we can envisage is the linear nature of the game, which may cause some frustration. With only one 'route' to take through *Silicon Valley*, you could find yourself coming up against a brick wall. Let's just hope that the learning curve is such that everyone can enjoy what will be an extremely rewarding experience. **TC**



Only the fox's speed could get you over this ramp and through to the next part of the puzzle





Landscapes are suitably varied and on a large scale. Here the sheep is master of all he surveys

SUB GAMES

Space Station: Silicon Valley **is full to the brim with subgames and puzzles for you to solve. Here you can see (from left to right) an aerial dogfight where you take on a squadron of dogs, a section where you must hunt down sites of archeological importance, and a boxing match between two kangaroos. Completing these games usually results in a hefty reward, or one of the missing pieces of EVO.**

SUMMING UP

+

- Forty unique creatures to control and master.
- Has a style and a sense of humour rarely seen in videogames.

−

- Players may find the linear nature too frustrating.
- Replay value may suffer due to the nature of the game.

=

Use the weird and wacky animals to solve the numerous puzzles in this alternative to the 3D platformer.

SUMMING UP

These are the opinions that matter, written by games journalists who know how to spot a great game in the early stages of its development. Having got the most out of the code available, our experienced gamers will form unbiased opinions based only on the playability at this early stage. We will provide you with succinct descriptions of the pros and cons discovered so far and an overview of the concept behind the title.

BETA BOXOUTS

Many of the games featured in this section will contain exciting or original elements that can only be fully appreciated when you actually play the game. This is why you will find Total CONTROL's Beta Looks more informative than the previews in any other magazines. We won't work with anything less than playable code and this means we can use our boxouts to highlight the special features we discover when playing the game for the first time.

QUALITY CONTROL

Total CONTROL's reviews will be the most informative, hard hitting and entertaining on the market. Our reviewers will ensure they thoroughly playtest every game until they are ready to provide you with the opinions that you can trust.

INFORMATION

Total CONTROL's reviews will incorporate platform specific information. This means that you will always know how to get the very best from a game, whichever format you're using. As well as the publisher's recommended specs, we will also provide PC owners with a Total CONTROL recommended spec. This means you can always be confident the game reviewed will run at an acceptable speed on your machine.

Tekken 3

The latest instalment of Namco's **legendary beat-'em-up** saga **has at last** arrived in Europe. We playtest the **PAL version** of possibly the **greatest fighting game ever...**

Even if you're not a fan of King, once you've met the incredibly irritating Eddy you'll be pleased to see him taking a beating

TAKING CONTROL

You need only watch the intro sequence to understand just how special *Tekken 3* really is. With all the style of a Hollywood blockbuster, it grabs you by the throat and draws you in to the whole experience. The first play is equally satisfying; silky smooth animation, plenty of impressive moves and a great selection of very different characters. Everything here has been polished until it shines.

INFORMATION	
PUBLISHER	Sony
DEVELOPER	Namco
PRICE	£34.99
RELEASE	Out Now
PLAYERS	1-2
ANALOGUE	No
DUAL SHOCK	Yes
MEMORY CARD	1 Block

For me, the decision to buy a PlayStation was made after seeing just two games running on it: *Destruction Derby* and *Tekken*, both of which have since been bettered by only a handful of similar games – the most notable of which are their own sequels. In the case of Tekken 2, PlayStation owners were, incredibly, treated to an almost perfect conversion of the arcade game. The only really noticeable differences being in the graphics and, in the PAL version, a distinct lack of speed.

Well now *Tekken 3* has arrived, and beat-'em-up fans who have spent the last two years perfecting their *Tekken 2* skills will be wondering if this latest incarnation really warrants them forking out their hard-earned cash and having to spend weeks learning huge lists of moves again. Well I'm sorry for those of you who had hoped to regain lives in the real world after mastering *Tekken 2*, because I have to report that *Tekken 3* is everything we could have hoped it would be – and lots more besides.

Amidst rumours of hardware upgrades being required for the PlayStation to cope with a game the size of *Tekken 3*, Namco have managed not only to give us an arcade perfect conversion without any such devices, but have also stuck a couple of superb bonus games in to boot. It's true that the PlayStation version lacks the 3D backgrounds of the arcade, but Namco have done such a good job on the 2D images that you'll hardly notice, and since when are backgrounds so important anyway? I'd rather play *Tekken 3* against no background at all than any other beat-'em-up I can think of.

Who do you think you are?

Initially there are ten characters to choose from, some of them old friends, some of them new. First thing you'll want to do,

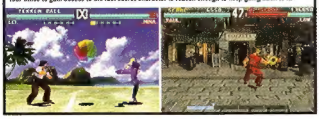
Lei has the most impressive range of fighting stances in *Tekken 3*. From left to right they are: Standard, Back turned, Crane, Dragon and Drunken

QUALITY CONTROL

BONUS GAMES

After meeting certain requirements you will gain access to two brand new modes of play. Tekken Ball sees the characters battling it out on court using a beach ball, with players losing energy if the ball touches the ground on their side. The ball can also be charged up if you make your return using certain moves; with the ball powered-up it can damage your opponent in much the same way as a punch or kick would – unless, of course, they manage to return it.

Tekken Force is an attempt at what many gamesplayers have dreamt of for some time: a *Double Dragon* style scrolling beat-'em-up with as many moves available to you as in a standard one on one fighting game. It's not without its flaws, but it's good fun, and the fact that you need to complete it four times to gain access to the last secret character is reason enough to keep going back to it.



Of course, everybody is keen to have a go with the new characters, such as Hwoarang and Eddy (above), but characters from the previous Tekken games have been greatly enhanced and should definitely not be overlooked

though, is set about the familiar task of gaining bonus fighters via the arcade mode. Every time you complete this mode with a different character you will be rewarded with a new one, although, unlike *Tekken 2*, you will now receive the bonus characters in a set sequence rather than gaining them in correspondence to which characters you're playing with. Once you've doubled your character count you'll notice that there are still a further two empty character boxes, and to fill these you'll need to excel at both of the bonus games (see boxout).

Once you're satisfied with your stable of fighters, you'll probably want to choose a single character to master initially.

DESPITE THE ENORMOUS VARIETY OF FIGHTING STYLES AVAILABLE, NO SINGLE CHARACTER OFFERS A DISTINCT ADVANTAGE OVER ANOTHER

Even players who think they're familiar with a fighter's moves from *Tekken 2* will need to spend a lot of time brushing up on their techniques, something that's made a lot easier thanks to a superb practice mode, with more options than most fighting games can boast in total. The fact that fighters can now side step around each other has opened up a whole new range of throws, as well as the ability to evade incoming blows without using the block. Many of the characters have also gained reversal moves, enabling them to turn defence into offence in a split second. Others have actually had some of their moves made a little less devastating; King's multiparts, for example, are now a lot easier to escape from.

One of the strengths of the *Tekken* series has always been that despite the enormous variety of fighting styles available, no single character has ever offered a distinct advantage over another. *Tekken 3* upholds this tradition masterfully, and with the possible exception of Eddy, there's no room for button bashers in the King of Iron Fist Tournament this time around.

I teach you some trick or two

The learning curve in *Tekken 3* is, not to put too finer a point on it, perfect. All of the characters have enough basic moves to keep beginners amused until they learn some of the special moves and combos, and eventually you'll find yourself coming up with your own devastating strings of moves, convincing yourself that even the programmers never thought of them. With these kinds of possibilities and over 20 characters to master, *Tekken 3* is a game that just keeps on giving. The more you play it, the better it gets. You have to speculate to accumulate, and I promise that if you invest plenty of your time on *Tekken 3*, you will not be disappointed. Talk about low risk!

If I had to say something negative about *Tekken 3*, it would be that those of you who have experienced the NTSC version will definitely find the PAL version a bit slower. Having said that, it still seems faster than *Tekken 2*, so nobody should be disappointed.

To sum up, *Tekken 3* on the PlayStation is by far the best beat-'em-up on any home system, and is reason enough for any self-respecting fan of the genre to invest in a PlayStation if they haven't already done so. **Justin**

Face down, Knock down, Panther, Phoenix, Play dead, Slide, Snake and Tiger. Each stance has a limited number of unique moves

OTHER FORMATS?

PC ○○○○○

Namco have not released a game on the PC to date. We would love to think that *Tekken 3* could be the game to buck the trend, but it's extremely unlikely

N64 ○○○○○

Although a few of Namco's minor titles have made it to the N64, Sony's deal means that there is as much chance as no chance of *Tekken* appearing on the N64

Another perfect bout for the quick and deadly newcomer, Jin

VERDICT	
GAME NAME	Tekken 3
GRAPHICS	95
SOUND	92
PLAYABILITY	95
OVERALL	94
Out of 100	

OTHER FORMATS?

The review you are reading may not be for a game currently confirmed on your machine, however Total CONTROL is a genuine multi-format magazine. This means that at every opportunity we will be keeping you fully informed about all developments of particular interest to you. A probability rating between one and five indicates what we consider to be the likelihood of the title ever appearing on your machine.

VERDICT

This is the most important element of the magazine because we know you'll be basing your purchasing decisions on our recommendations. Total CONTROL's scores will be unbiased and genuinely on a scale of 1-100. If a game is considered to be average it will receive a score of around 50, any game scoring higher than this can be considered an above average title worthy of your attention.

QUANTITYCONTROL

THE FORMATS

Although every section of the magazine will cover as many formats as possible, Quantity Control is where you'll find the lowdown on the latest games for your machine. The formats covered will include PlayStation, PC, Nintendo 64, Dreamcast, Game Boy, Game Boy Color and all next generation machines as they become available.

F1 World Grand Prix

Platform: **Nintendo 64** Publisher: **Nintendo** Developer: **Paradigm Systems**
Price: **£49.99** Release: **Out Now** Players: **1-2**

The N64's relationship with the racing genre has not been a good one. Despite the machine boasting more power than the PlayStation, it has never been able to match the speed or quality of Sony's console's racing games. Cue *F1 World Grand Prix* from the makers of *PilotWings 64*, the first attempt by anyone to make a driving simulation on the N64.

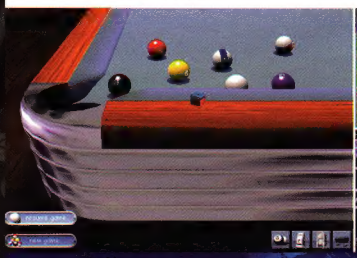
F1 World Grand Prix should be commended for several reasons. First, the game accurately reproduces each of the F1 tracks and each of the cars from the 1997 season. Secondly, it is a match for the Psygnosis' *F1 '97* on the PlayStation in terms of both speed and graphics, albeit with more blurred visuals. So here we have a half-decent racing game on the N64. It's not without its faults, however, the game is only fast when played without your car in view, and your opponents tend to judder over the track from time to time. Apart from this, Paradigm have made a fine effort to bring the excitement of F1 to the N64. **Nick** VERDICT **78%**

Jimmy White 2: Cueball

Platform: **PC** Publisher: **Virgin** Developer: **Awesome Developments** Price: **£34.99** Release: **October** Players: **1-2**

Coming from the legendary talent that is Archer Maclean, *Jimmy White 2: Cueball* is the follow up to the highly successful *Jimmy White's Snooker*, which appeared on the Amiga and MegaDrive. This PC accelerated version loses none of the original's faultless gameplay and adds a few bonuses into the bargain. The games are set in two virtual themed rooms – a snooker room and a 50's Americana pool room, both beautifully realised.

Aside from the snooker and pool (you can play UK, US and US 9-ball rules) there are a few other distractions; darts, draughts and an arcade table version of Maclean's 1980's game, *Dropzone*. The attention to detail is to be marvelled at and the level of realism is astounding. But this begs the question: why play these games on a PC when you could just go down to your local pub or snooker hall and play them for real? The experience is far more rewarding and challenging than just timing your mouse button presses. *Jimmy White 2* is a marvellous piece of programming, but what's the point? **Nick** VERDICT **70%**



Fluid

Platform: **PlayStation** Publisher: **Sony**
Developer: **Sony** Price: **£29.99**
Release: **October** Players: **One**

As concepts for games go, this is a little off the handle: guide a dolphin around the seabed collecting sound samples. You then have the opportunity to enter a recording studio and mix the samples together to make 'songs'. In reality, the dolphin is really there for aesthetic reasons – its presence adds nothing to the gameplay as such, it just acts as a vehicle for you to collect sounds.

The mixing studio is where the main part of the game lies, but it seems to have missed the point somewhat. You are only able to mix the sounds; you cannot sequence them to make a song. For this reason alone the game is let down badly.

Fluid is great fun for a while, especially if you have an interest in DJing or in dance music, but after a while, when you have collected every sample and exhausted every possibility of putting them together, there is little reason to go back to the game. An excellent idea, but *Fluid* just don't go far enough to warrant a high score. **Nick**

VERDICT **55%**

010 Total CONTROL Issue 0 October 1998

QUANTITY CONTROL

The game you are interested in may not be a major release warranting pages of coverage. However, Total CONTROL will ensure that as many titles as possible are reviewed and rated within Quantity Control each issue.

QUANTITY CONTROL

Cool Hand

Platform **Game Boy** Publisher **Take 2 Interactive** Developer **Terrantula Studios**
Price **£24.99** Release **October** Players **One**

I know what you're thinking, the very idea of playing cards on a Game Boy seems ridiculous. Not only could you buy enough decks of cards to last you a lifetime for a price comparable to that of the cartridge, but for obvious reasons, multiplayer games have never fared too well on our favourite handheld. *Cool Hand* offers three different styles of play, Solitaire, Black Jack, and Cribbage. On the whole, all three games are well presented and surprisingly easy to play considering the limited number of buttons at your disposal. My only real complaint is that due to the number of cards on the screen at once when playing Solitaire, the screen needs to be scrolled around to see what's going on, unavoidable and unfortunately irritating. Fortunately, Black Jack and Cribbage are not similarly afflicted and are both very playable versions of their tabletop counterparts. If you're a fan of card games and spend a lot of time on planes where playing Solitaire in the aisle is often frowned upon this might be worth a look. Cool Hand will also be Game Boy Color compatible when it's released but at the time of writing we were unable to put it to the test. **Justin**

VERDICT **63%**

Vangers

Platform **PC** Publisher **Interactive Magic** Developer **K-D Lab**
Price **£34.99** Release **Out Now** Players **1-8**

Compared to the current mainstream of European and American games for the PC platform, *Vangers* comes as a welcome breath of fresh air. *Vangers* is the first game to be published in the west from Russian developers K-D Lab, and judging by the originality and energy of this production it certainly won't be the last.

Vangers is a top-down viewpoint driving and combat game, vaguely reminiscent of *Micro Machines V3*, but including elements of trading and exploration, racing and diplomacy, all combining to produce a very original game concept. It really doesn't fit into any one genre at all.

The graphics are bright and colourful with a distinctly surrealist tendency. This is reflected in the names, music and language used in the game, although how much of this is down to questionable translation is anyone's guess. The standard of animation is high and the cars handle well once you get used to them. The terrain maps are huge, with persistent deformability.

This is an unusual game, which may not appeal to everyone, but it will certainly repay a little patience with many hours of absorbing gameplay. **Cliff**

VERDICT **67%**

Madden NFL '99

Platform **PlayStation** Publisher **Electronic Arts** Developer **EA Sports**
Price **£39.99** Release **Out Now** Players **1-8**

The *Madden* series of American Football games is continued with this new but predictably similar title. While *Madden NFL '99* was never about to break the moulds set by any of the previous titles, what it sets out to do is achieved very well. The problem with launching a game such as this over here is the obvious lack of interest in the sport. Sadly this is a fault that echoes throughout the game, because its over-complicated nature leads to an initially confusing and frustrating first couple of hours.

The game itself is split into momentary phases of action and tactical play. Before each attempt to gain ground, you must select the appropriate strategy and position your players around the field. It leads to a game that can at times be very slow. Those who persist will find plenty of scope for advanced strategies, something that will take time to master.

Other than the obvious graphical enhancements, *Madden NFL '99* offers little over the previous games, and should only be considered by serious fans of the sport. **Will**

VERDICT **77%**

FEATURES

IN-DEPTH ANALYSIS

Our features will cover every aspect of the ever-evolving games industry. From next generation machines to major software advancements, no stone will be left unturned as we unveil the latest developments in games technology.

The next generation of games machines is almost upon us and Total CONTROL will be at the forefront of this exciting gaming revolution. Our worldwide network of correspondents will ensure that we are always first with any major hardware or software developments wherever they break.

Dreamcast Concept – A PLACE WHERE PEOPLE ENJOY ENTERTAINMENT

Dreamcast comes true

Dreamcast: **Sega's** hope for **the next generation.** Will **Sega's** new dream machine spark the **imagination?**

012 Total CONTROL Issue 0 October 1998

DREAMCAST FEATURE

Dreamcast™

On November 20 1998, we will see the start of the next next generation console war. Sega will launch the Dreamcast onto an excited Japanese public and attempt to resurrect their flagging console credibility. While the Saturn is still seen as a partial success in Japan, the console was not well received outside of its native country. The reasons for this are well documented, despite the Saturn being first out of the blocks in all major territories, it was beaten hands down by the PlayStation. Better marketing and a public perception that Sony's machine was the more powerful of the two led to domination in the 32-bit market for the PlayStation.

Dream on...

To put it in a nutshell, the Dreamcast offers better than high end PC power for the price of a console. How have they managed this? Well, Sega admit that they will be taking a huge loss on the making of the console (the Dreamcast is expected to retail for around £140 in Japan), they expect to make their money on the software. Could this be seen as a desperate measure on Sega's behalf? Well, yes and no. The PlayStation experience has taught companies the importance of having a huge installed user base and to compete with the current PlayStation user base something radical is needed. And if anyone in Europe fears that they will be overlooked as a minor territory, CEO of Sega Europe, Kazutoshi Miyake, had this to say about Sega's future role in Europe. "Our goal is to deliver unprecedented gaming experiences to European consumers. All prominent publishers/developers are already supporting Dreamcast, guaranteeing from day one the strongest software line-up ever available for a new videogame console."

A modem that will allow gameplay over the Internet and possibly enable users to download extra game data will come as standard in the US and Japan, although this has yet to be confirmed for Europe. The reasons behind this are simple. Japanese and American Internet users have enjoyed free local calls for some time now, something that BT are reluctant to do despite considerable pressure. There is also cost to take into account, supplying a modem as standard would add another £30 or so to the price of a Dreamcast, and it seems that Sega are keen on a sub £200 price point. This is something that would be more realistic if there was no extra cost of a modem. However, they are still undecided on the future of such a peripheral, so let's hope they opt to include a modem. The modem will be 33.6Kbps, fast enough for current online demands, and will be removable. As modems become faster and cheaper you will be able to upgrade.

Rumours abound that PlayStation 2 will be DVD, so why have Sega opted for CD-ROM? The only advantage that DVD holds over CD for games manufacturers is in the amount of storage space. DVD holds 4.7GB and a CD has 650MB. This sounds like a huge gap, but not when you take into account that most CD games use very little of storage space for game data. Sega have opted to use their own brand of 1GB CDs in a move that will not only give a little extra space for FMV, but will also help to reduce piracy, no one but Sega and its licensees will have access to these CDs.

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I encourage everyone from artists to developers and distributors to participate in the Dreamcast project. Together with you, I would like to boldly bring Dreamcast into the 21st century.

Your support is deeply appreciated.

INTERVIEWS

There is no better way of getting to the heart of an issue than talking to the major players involved. Every feature we produce will incorporate the inside opinions of the people concerned. Our interviewers will talk to all the relevant developers and programmers, asking the questions hardcore gamesplayers want answered.

IN THE LAUNCH ISSUE

The full, in-depth Dreamcast feature will appear in the launch issue of Total CONTROL, on sale 23 October 1998, priced just £1.50.

Out of CONTROL

Total CONTROL, where does it come from? Who are the hardcore gamesplayers behind it? And more importantly, what makes them tick? All is revealed...

Name: CLIFF SMITH
Position: Senior Staff Writer
Previous experience:
Staff Writer – Ultimate PC

Favourite game ever I've been playing *Civilization* on the Amiga for nearly five years, and I still come back for more. It is the most perfectly designed game ever, far better than even its own sequel. It is witty, intelligent, and even slightly educational. A couple of hours spent playing *Civilization* never feels like time wasted.
Game of the moment All the great PC games that I'm reviewing for the first issue of Total CONTROL, of course! We seem to have a whole squadron of combat flight simulators in at the moment, and I've spent most of today checking out DID's excellent *Total Air War*. As for why, wait and see.
Next month Justin and I are booked up for a journalists vs. readers *Quake II* match next month, using *Ground Zero*, the new mission pack from Activision. The winner gets to play a guy who goes by the unlikely name of 'Thrush', who is supposed to be the US *Quake II* champion fragger. May the best marine win, and don't worry: I'll be gentle with you...

We'll be reviewing that add-on pack in the first issue, as well as the eagerly anticipated *SiN*, which I reckon is the better game. I've played the downloadable demo, and I can hardly wait for the review copy to arrive.

Name: WILL ADKIN
Position: Staff Writer
Previous experience:
Staff Writer – PC Force

Favourite game ever It may be ancient, but *Another World* on the Amiga was spectacular when it was released. Ignoring the graphics and sound, *Another World* had one of the best stories ever, a perfect learning curve, and thousands of great touches that kept me playing many times after I first finished it.
Game of the moment The scariest game ever, *Resident Evil 2* is still keeping me up all night. It's slightly flawed by the annoying loading times, but it is still a great game full of fiendish puzzles and plenty of gore. Killing zombies has never been so much fun.
Next month It's about time the N64 had a game that looked capable of rivalling *Goldeneye*, and at last it's here. *Turok 2: Seeds of Evil* is the game that I'll be looking out for next month. It will have some competition in the office multiplayer sessions, however, because *SiN* on the PC could also raise a few eyebrows. Which one will turn out best is something we are all going to have fun finding out. *Abe's Exoddus* should be every bit as good as the first game, which will make it well worth looking out for, and the mix of *Resident Evil 2* and *Final Fantasy VII* in *Parasite Eve* doesn't sound like a bad combination at all.

Name: NICK JONES
Position: Deputy Editor
Previous experience:
Staff Writer – PlayStation Solutions
Editor – Total 64

Favourite game ever Just for sheer amount of hours spent playing it over one Christmas, *Super Mario World* on the SNES. No platform game has come close to the charm, longevity and playability of Miyamoto's classic.
Game of the moment *Rainbow Six* on the PC. Quite simply the closest thing that the PC has to *Goldeneye*, albeit with more realism and strategy. Also, as a new convert to the wonders of 3D acceleration, I still can't believe how good this looks with 3DFX. Stunning. If only we could get the network game working...
Next month Can't wait to see *Turok 2* running in the N64's hi-res mode – the game looked fantastic at this summer's E3 show in Atlanta and will probably turn out to be one of the all time classics on the N64. Also, a trip up to Scottish developers, DMA, should be a real eye opener after playing the wonderfully wacky and extremely challenging *Silicon Valley* this month. A few surprises are promised, so this should be one of the highlights of the month. Oh yes, and the small matter of the Japanese release of *Metal Gear Solid*, potentially the best PlayStation game ever. No doubt this game will be responsible for many a late night in the coming month...

Name: JUSTIN CALVERT
Position: Editor
Previous experience:
Editor – PlayStation Solutions
Editor – Total 64 Editor – PC Force

Favourite game ever *Sensible World of Soccer* on the Amiga, purely because of the number of hours I spent on it making Exeter City the most feared domestic side in Europe. If my Amiga hadn't packed up a few years ago, I honestly believe I'd still be playing it now.
Game of the moment Definitely *Tekken 3* on the PlayStation. The original *Tekken* was the reason I bought a PlayStation in the first place, *Tekken 2* was the perfect sequel – and now they've improved upon it. No other PlayStation beat-'em-up is even worth looking at right now.
Next month I can't wait to get my hands on *Abe's Exoddus*, because my enjoyment of the original *Abe's Oddysee* was lessened by the fact that I was writing a solution to it at the time. Also *Force Commander* – the very idea of a real-time strategy based on the Star Wars universe is exciting enough that I'm thinking of booking a week off to play it as soon as it comes in for review.

Mainly though, seeing the launch issue of Total CONTROL hit the shelves and then fly off them. After all the hard work we've put in over the past couple of months it'll be great to finally see it all come together.

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TOTAL CONTROL

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